SONIC UNDERGROUND
FINALE
ISSUE 50
SONIC
UNIVERSE
ONLINE
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30th ANNIVERSARY
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WELCOME TO THE SONIC UNIVERSE - A UNIVERSE UNIQUE AND BEYOND WHAT YOU KNOW FROM THE SEGA GAMES, WHERE LOCKED AWAY WITHIN THE MULTIVERSE, ROYAL TRIPLETS ARE PUT ON STAGE FOR THE FINAL PERFORMANCE, EVEN IF IT'S TOO SOON...

PREVIOUSLY IN...

SONIC UNIVERSE ONLINE

Universe #199: The Underground Zone. Prince Sonic the Hedgehog and his siblings, Princess Sonia and Prince Manic, lead a resistance movement against the evil Dr. Robotnik and his hired bounty hunters, Sleet and Dingo, who have taken over their kingdom and forced the three of them and their mother, Queen Aleena, into hiding. They have made allies with those affected by Robotnik's rule from across all of Mobius, such as the technologically gifted Cyrus, the foppish noble Bartleby, and the guardian of the Floating Island, Knuckles the Echidna. While the triplets have had many great adventures, including meeting the Sonic from the Prime Zone, they long for the day they can reunite with their mother, fulfill the prophecy of the Oracle of Delphius to become the Council of Four, and to send Robotnik packing. **But will this last song be a victory march for our heroes, or a requiem for their demise?**

Recap art by Drawloverlala

Swan Song

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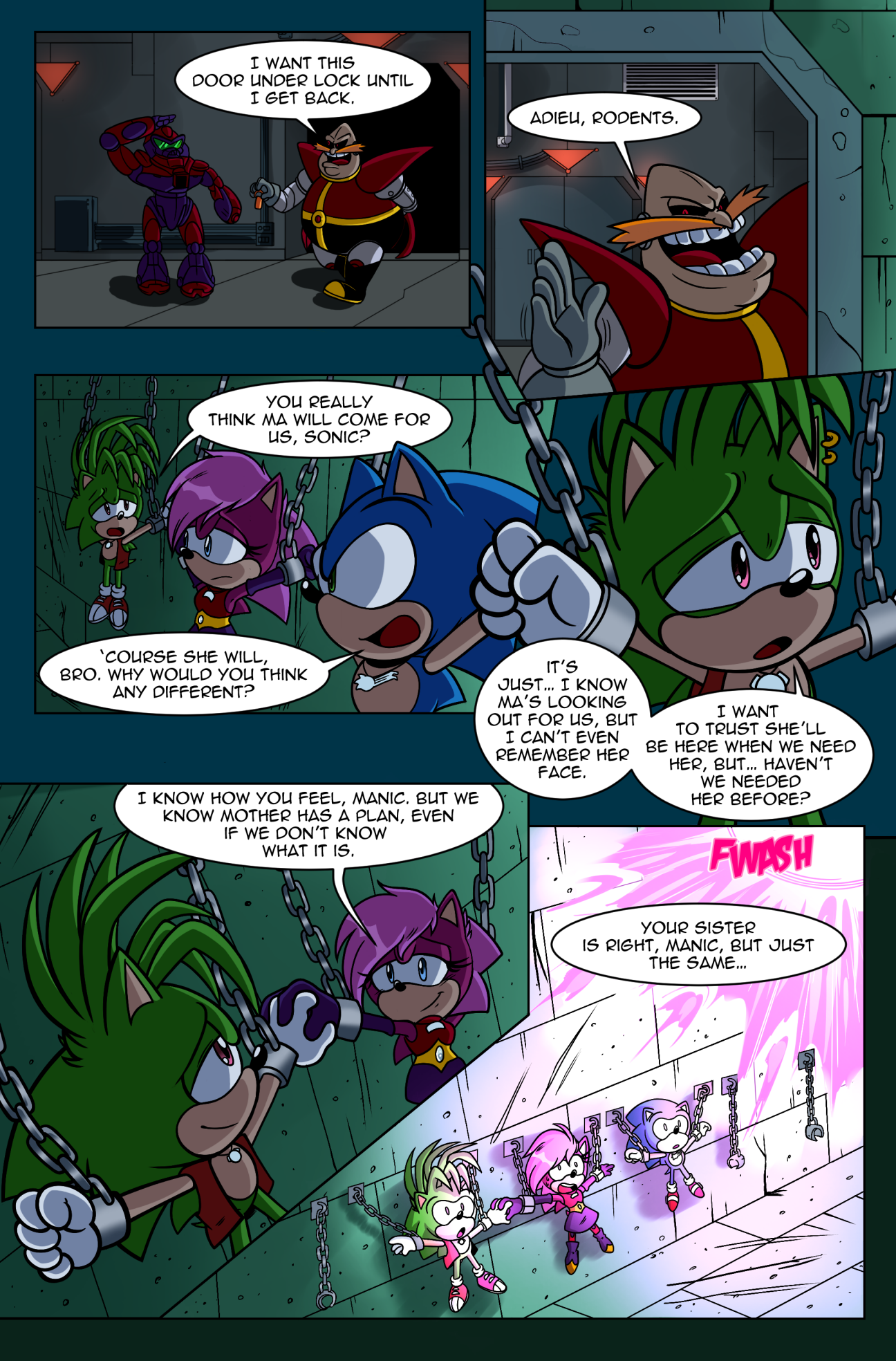
ROBOTROPOLIS
"IT IS SAID ALL THINGS MUST COME TO AN END, AND FOR THIS STORY THAT IS NO EXCEPTION."
I DUNNO, SLEET. I THINK ROBOTNIK LIKES HAVIN' US AROUND.
WHICH MAKES YOU AN EVEN BIGGER IDIOT THAN I THOUGHT!
...WHY CAN'T YA BE NICER?
"SO WHY WE LEAVIN' NOW? WHAT MAKES TODAY ANY DIFF'RENT THAN YESTERDAY?"
"WHAT USE DOES HE HAVE FOR US WHEN HE HAS THEM?"
"A SCENE CAN SEEM TO REPLAY TIME AND AGAIN WITHOUT A CHANGE TO THE STATUS QUO."

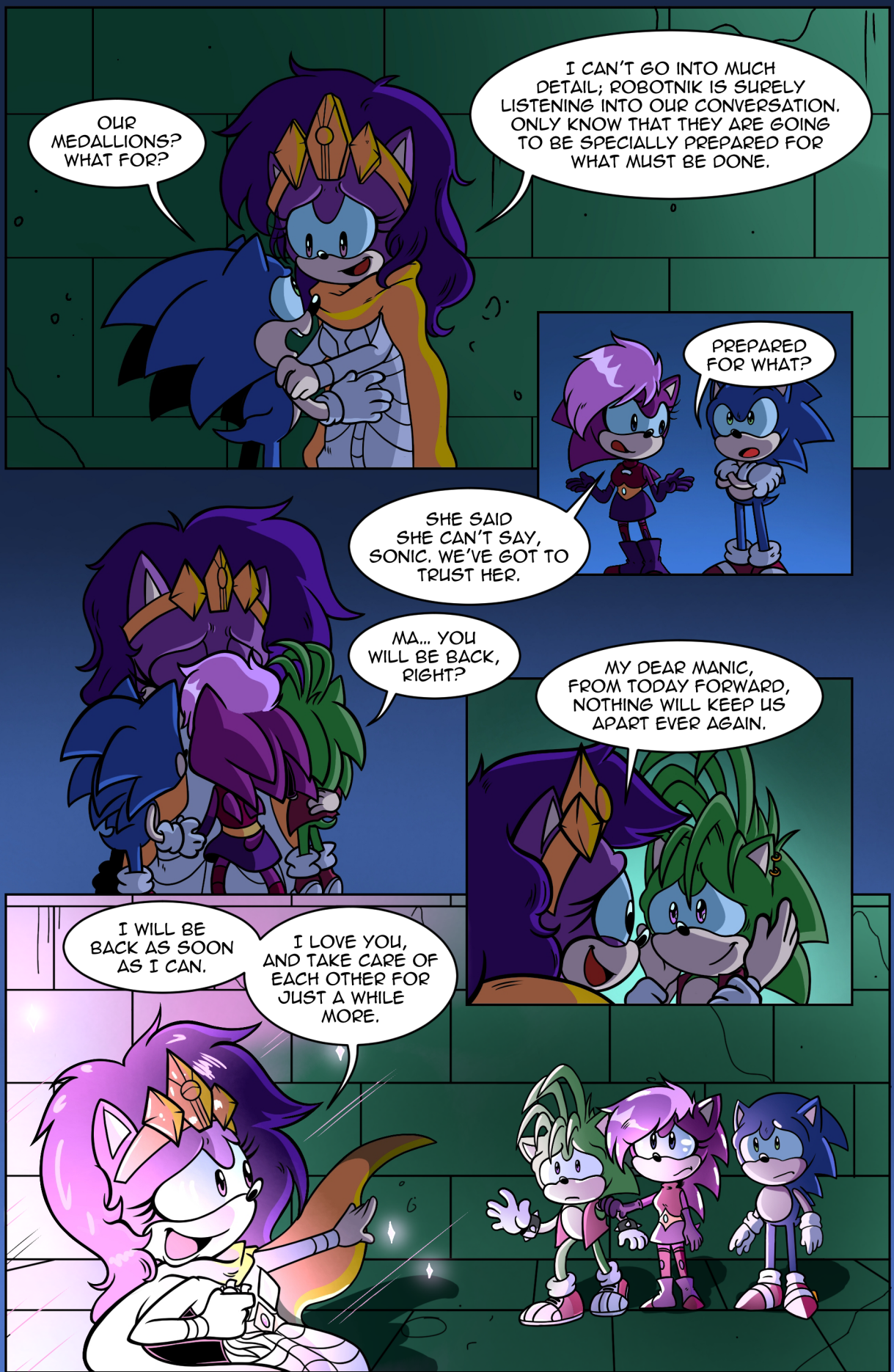
BOOM
"BUT IN AN INSTANT THINGS CAN ALSO BE IRREVOCABLY CHANGED FOREVER."
KFWOOOM
I... REFUSE TO BE HIS OBEDIENT MUTT... AGAIN.
CAPTURE AND ROBOTICIZE THE TRAITORS.
"THIS WAS THE MOMENT WHEN EVERYTHING CAME TO A HEAD. THIS WAS WHEN MY CHILDREN NEEDED ME, AND I THEM."

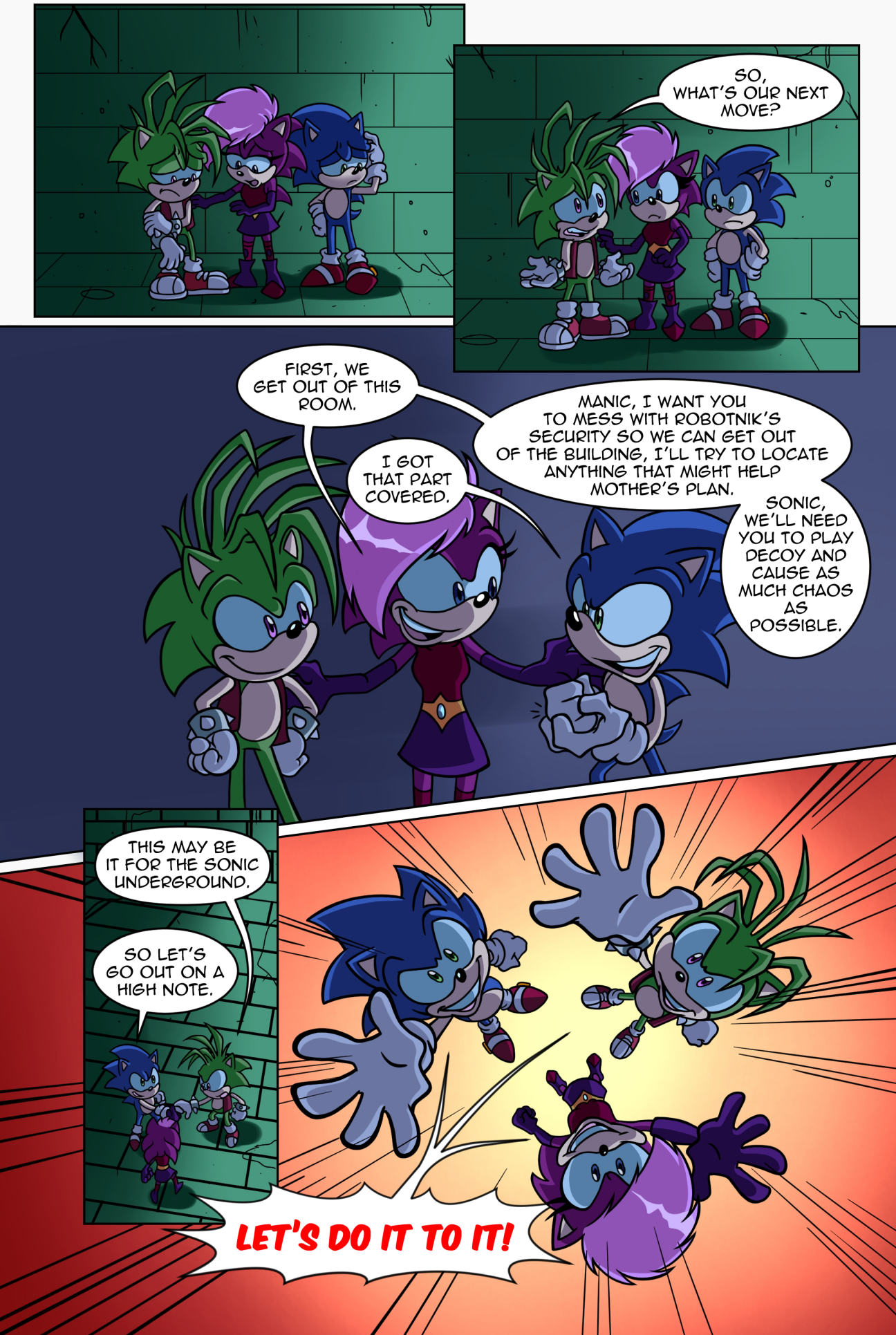
"AND THIS WAS TO BE THE END OF THE SONIC UNDERGROUND."
SWAN SONG

OH, HOW I'VE WAITED FOR THIS DAY, HEDGEHOG. WITH YOU AND YOUR SIBLINGS FINALLY MINE, THE RESISTANCE WILL CRUMBLE...
...AND NOTHING WILL STAND BETWEEN ME AND COMPLETE CONTROL OF PLANET MOBIUS.
TRY DOING THAT WITH OUR MOTHER STILL ON THE LOOSE.
EVEN IF WE'RE IN HERE, SHE CAN TAKE OUR PLACE.
OH, REST ASSURED, QUEEN ALEENA IS THE NEXT ON MY LIST. COMPARED TO YOU THREE, CAPTURING HER WILL BE CHILD'S PLAY.
NAH, SIS IS RIGHT, ROBUTTNIK. MOM WILL KNOW WHAT TO DO AND EVENTUALLY RESCUE US TOO.
THEN YOU'LL REALLY HAVE EGG ON YOUR FACE.
GRRR... WE'LL SEE IF YOU STILL HAVE THAT ATTITUDE AFTER YOU GET A ONCE-OVER IN THE ROBOTICIZER.


I WANT THIS DOOR UNDER LOCK UNTIL I GET BACK.
ADIEU, RODENTS.
YOU REALLY THINK MA WILL COME FOR US, SONIC?
'COURSE SHE WILL, BRO. WHY WOULD YOU THINK ANY DIFFERENT?
IT'S JUST... I KNOW MA'S LOOKING OUT FOR US, BUT I CAN'T EVEN REMEMBER HER FACE.
I WANT TO TRUST SHE'LL BE HERE WHEN WE NEED HER, BUT... HAVEN'T WE NEEDED HER BEFORE?
I KNOW HOW YOU FEEL, MANIC. BUT WE KNOW MOTHER HAS A PLAN, EVEN IF WE DON'T KNOW WHAT IT IS.
FWASH
YOUR SISTER IS RIGHT, MANIC, BUT JUST THE SAME...

...I TOO WISH I COULD HAVE BEEN WITH YOU SOONER.
BUT HOW DID...
THE ROYAL SCEPTER HAS MANY POWERS, INCLUDING TELEPORTATION, BUT ONLY FOR THE HOLDER. I WISH I COULD EXPLAIN MORE BUT THERE ISN'T TIME.
THE TIME HAS COME TO FINALLY DEFEAT ROBOTNIK. TO DO THIS, I'LL NEED YOUR MEDALLIONS.


OUR MEDALLIONS? WHAT FOR?
I CAN'T GO INTO MUCH DETAIL; ROBOTNIK IS SURELY LISTENING INTO OUR CONVERSATION. ONLY KNOW THAT THEY ARE GOING TO BE SPECIALLY PREPARED FOR WHAT MUST BE DONE.
PREPARED FOR WHAT?
SHE SAID SHE CAN'T SAY, SONIC. WE'VE GOT TO TRUST HER.
MA... YOU WILL BE BACK, RIGHT?
MY DEAR MANIC, FROM TODAY FORWARD, NOTHING WILL KEEP US APART EVER AGAIN.
I WILL BE BACK AS SOON AS I CAN.
I LOVE YOU, AND TAKE CARE OF EACH OTHER FOR JUST A WHILE MORE.


SO, WHAT'S OUR NEXT MOVE?
FIRST, WE GET OUT OF THIS ROOM.
I GOT THAT PART COVERED.
MANIC, I WANT YOU TO MESS WITH ROBOTNIK'S SECURITY SO WE CAN GET OUT OF THE BUILDING, I'LL TRY TO LOCATE ANYTHING THAT MIGHT HELP MOTHER'S PLAN.
SONIC, WE'LL NEED YOU TO PLAY DECOY AND CAUSE AS MUCH CHAOS AS POSSIBLE.
THIS MAY BE IT FOR THE SONIC UNDERGROUND.
SO LET'S GO OUT ON A HIGH NOTE.
LET'S DO IT TO IT!

CRASH!
SL

MOBODOON
FWASH!
ALEENA?! WHY, WHAT ARE YOU DOING HERE ALL OF A SUDDEN?
I NEED TO USE THE POWER STONE TO CHARGE MY CHILDREN'S MEDALLIONS.
WHAT?!
ALEENA, THAT WILL CAUSE A POWER SURGE!
NOT WHEN I DO IT. TRUST ME WINNY, THIS IS WHAT WE'VE BEEN WAITING FOR!

532
HE'S NOT HERE EITHER.
WHAT'S UP, SIS?
THIS PLACE IS TOO BIG; I CAN'T FIND ROBOTNIK ANYWHERE.
YOU COULD USE THE PENDANT YOU GOT IN THE EMERALD PENINSULA.
MOM SAID TODAY'S THE BIG DAY, SOUNDS LIKE NOW OR NEVER.
BUT I CAN ONLY USE IT SAFELY ONE MORE TIME.
YOU'RE RIGHT. HERE GOES NOTHING.
MANIC!

THERE! THAT MONITOR SAYS IT'S ROOM 1-99.
ALRIGHT, LET'S GO!
CORRIDOR K-40, TAKE A RIGHT.
GOT IT.
OH MY GOSH...
BUMMER MAJORES.
MOM, DAD, UNCLE CHUCK...
LADY WINDERMERE...
SONIC, I CAN'T....
I KNOW.

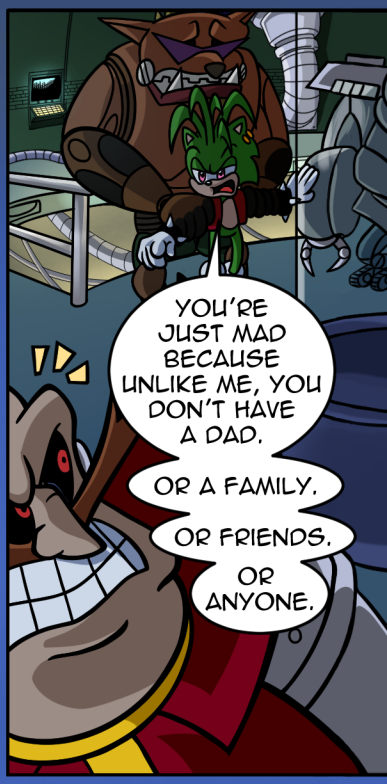
IF WE ONLY HAD OUR MEDALLIONS WE COULD WAKE THEM UP.
IT'D MAKE FIGHTING THESE SWATBUTTS EASIER TOO.
CLANG
GAH!
WAIT, SLEET?! YOU'VE SEEN BETTER DAYS.
OKAY, WHAT'S THE PLAN?
LET YOU KNOW WHEN I THINK OF IT.
PLEASE BE THE CAVALRY...
FWASH

YEAH, THAT WORKS.
PERFECT TIMING MOTHER, YOU BROUGHT OUR MEDALLIONS!
YES, BUT IT'S TOO DANGEROUS TO USE THEM NOW WITHOUT MANIC. BUT DON'T WORRY...
...I'LL TAKE CARE OF THIS.

LOOK'S LIKE SLEET-FOR-BRAINS WASN'T AFFECTED!
AU CONTRAIRE. I SIMPLY THINK IT'S HIGH TIME YOU HEDGEHOGS WERE OUT OF THE WAY, THEN I'LL FIX ROBOTNIK.
WAIT, THE PENDANT CAN'T BE USED AGAIN. IT'S TOO DANGEROUS!

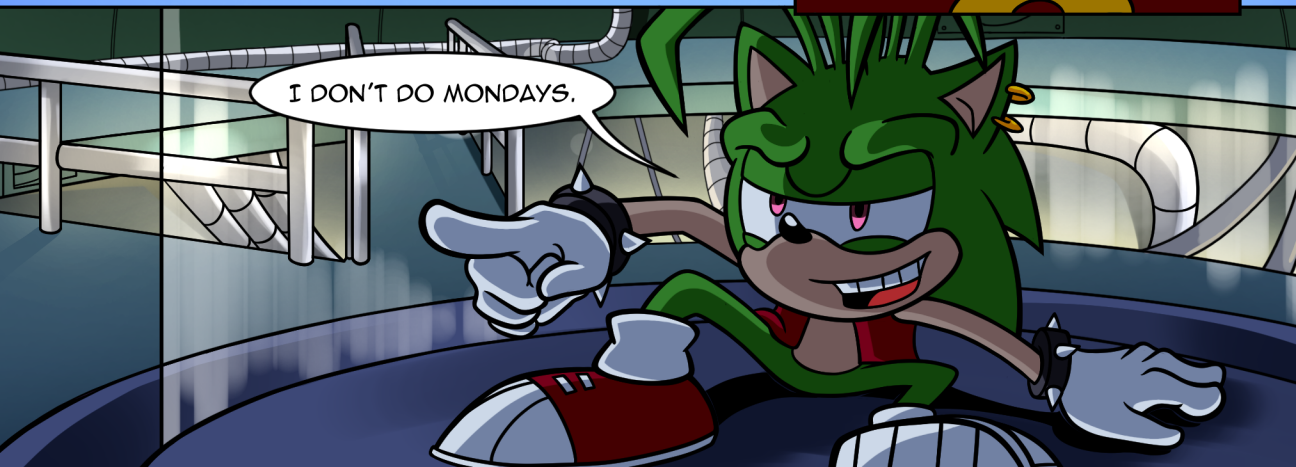
OH, IS IT? WE'LL JUST HAVE TO SEE ABOUT THAT.
W-WAIT! STOP!

...AND SOON YOU TOO WILL JOIN YOUR FATHER AND THIS OAF AS MY SERVANT.
HOW DOES THAT MAKE YOU FEEL? I EVEN BROUGHT OUT MY PERSONAL ROBOTICIZER FOR THE OCCASION. I SUPPOSE THIS WASN'T THE REUNION YOU WANTED TO HAVE, BUT...


YOU'RE JUST MAD BECAUSE UNLIKE ME, YOU DON'T HAVE A DAD.
OR A FAMILY.
OR FRIENDS.
OR ANYONE.

I HAVE YOU!

ANY LAST WORDS, RODENT?


I DON'T DO MONDAYS.

WHY YOU--
CRASH!
HOLD IT RIGHT THERE, ROBOTNIK!
IT'S OVER ROBOTNIK. GIVE UP.
YO, THANKS FOR THE SAVE. WHO SENT THE INVITE?
REALLY MANIC, WHO ELSE COULD GET ALL OF US TOGETHER?
BUT LET'S NOT WORRY ABOUT THAT FOR THE MOMENT.
ATTENTION ALL SWATBOTS...
...REPORT TO THE CONTROL ROOM -- IMMEDIATELY!
YES, DR. ROBOTNIK.

POW

PANG

PANG

POW

ZARRT

KRUCHA!

NRRRR

KZZAT

GET IN THERE! DO SOMETHING, YOU USELESS IDIOT!
NO WONDER SLEET HATED YOU SO MUCH.
AS A *MUTANT*, YOU CAN'T EVEN BE ROBOTICIZED RIGHT!
I HAVE NO USE FOR A SLAVE THAT WON'T FIGHT WHEN I TELL IT TO FIGHT!
MAYBE IF I TELL YOU TO SELF-DESTRUCT YOU CAN AT LEAST DIE RI--
SHUT IT.

NOOOOOOOOOOOOOOOOOOOOOOOO--
--OOOOOOOOOOOOOOOOOOOOOOO!
KNUCKLES! ARE YOU OKAY? WAIT, IF YOU'RE HERE, WHAT ABOUT THE FLOATING ISLAND?
HOLY ABALONE.

THE FLOATING ISLAND IS GROUNDED FOR NOW, BUT IT'S WORTH IT FOR WHAT'S ABOUT TO HAPPEN.
WHAT'S ABOUT TO HAPPEN?
MANIC, QUICKLY, COME HERE!
YOU SEE MY CHILDREN, SINCE ROBOTNIK'S COUP OH SO LONG AGO, I'VE SCOURED THE PLANET MOBIUS TO FIND THESE -- THE SEVEN CHAOS EMERALDS!
THEY WILL GIVE YOU THE POWER TO WORK MIRACLES.
I KNOW YOU CAN DO THIS.
YOU DO TOO.

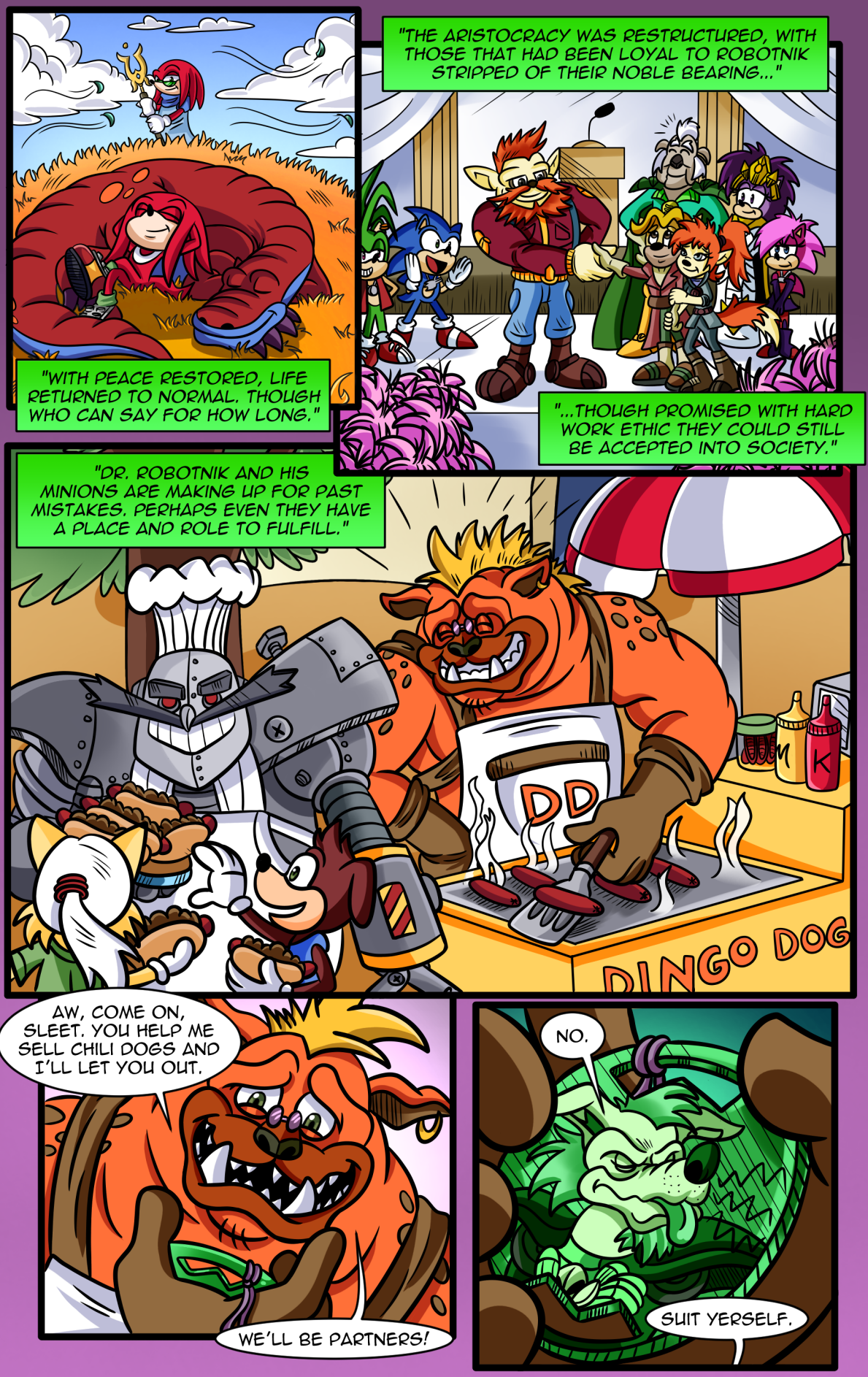
"TRIPLETS BORN, THE THRONE AWAITS! A SEER WARNS OF A DEADLY FATE!"
"GIVE UP YOUR CHILDREN, SEPARATE! BIDE YOUR TIME, LIE IN WAIT!"
SONIC UNDERGROUWD!
SONIC UNDERGROUND!
"THEY MADE A VOW, THEIR MOTHER WILL BE FOUND!"

"MY CHILDREN GROW, LEARN WHAT'S RIGHT!
LEADERS OF THE FREEDOM FIGHT!"
"THEY SEEK THEIR MOTHER; I KNOW THEY DO!
IS IT TIME? IF I ONLY KNEW!"
"WILL THE PROPHECY COME TRUE?"

SONIC UNDERGROUND!
SONIC UNDERGROUND!
"I LONGED FOR MY CHILDREN, BUT I HAD TO WAIT."
"TO ACT TOO SOON, COULD HAVE SEALED THEIR FATE."

I--IS IT OVER?
NOTHING IS EVER *TRULY* OVER, YOUNG HEDGEHOG; THERE IS STILL MUCH WORK TO DO.
BUT YES -- THE PROPHECY HAS COME TRUE. WELL DONE
"THEY MADE A VOW, THEIR MOTHER WOULD BE FOUND."

THE SONIC UNDERGROUND.
FROM THIS POINT, THINGS WENT ABOUT AS YOU MIGHT EXPECT.
"AS I FORETOLD LONG AGO, THE QUEEN AND HER CHILDREN BECAME THE COUNCIL OF FOUR, RECLAIMING THE KINGDOM AND RESTORING PROPER ORDER."
"ALL WHO WERE ROBOTICIZED WERE NOW RETURNED TO NORMAL."
"FAMILIES AND PEOPLE TORN APART BY ROBOTNIK WERE ONCE AGAIN MADE WHOLE."


"WITH PEACE RESTORED, LIFE RETURNED TO NORMAL. THOUGH WHO CAN SAY FOR HOW LONG."
"THE ARISTOCRACY WAS RESTRUCTURED, WITH THOSE THAT HAD BEEN LOYAL TO ROBOTNIK STRIPPED OF THEIR NOBLE BEARING..."
"...THOUGH PROMISED WITH HARD WORK ETHIC THEY COULD STILL BE ACCEPTED INTO SOCIETY."
"DR. ROBOTNIK AND HIS MINIONS ARE MAKING UP FOR PAST MISTAKES. PERHAPS EVEN THEY HAVE A PLACE AND ROLE TO FULFILL."
DINGO DOG
AW, COME ON, SLEET. YOU HELP ME SELL CHILI DOGS AND I'LL LET YOU OUT.
WE'LL BE PARTNERS!
NO.
SUIT YERSELF.

"AND SO ENDS OUR TALE, THOUGH PERHAPS THIS IS NOT THE END? YES, FOR THIS IS CLEARLY A BEGINNING. MANY MORE ADVENTURES ARE SURE TO FOLLOW. BUT THOSE ARE ADVENTURES OUR ROYAL FAMILY WILL EXPERIENCE NOT SEPARATED, BUT TOGETHER."
The End

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EDITORIAL COMMENTARY ENCORE

What an exciting ending for Sonic Underground! We've got TWO special interviews for this super sized issue! First up, we have the writer of the outline for this issue - Enigma!

GentlemanX: What was your first exposure to Archie Sonic?

Enigma: My very first exposure to Archie Sonic was during middle school. I remember being a big fan of the games and the TV shows in the 90s, and so when I later discovered the comic, I thought it was the coolest thing ever to see it in print!

GX: What was it about Archie Sonic that got you interested in being part of Archie Sonic Online?

Enigma: I really loved the characters, and I wanted to see them all continue their adventures, even after the official comic was rebooted. Plus it was a great way to improve my skills!

GX: What are your thoughts on Sonic Underground the television series? Anything you like or dislike about it, perhaps different from the show's general reputation?

Enigma: Sonic Underground had a really cool idea to reinvent Sonic in a very different setting. Giving Sonic siblings was a great way to show off other sides of his character. The show has been criticized for its poor production value at times, which is fair, but I also think that adds to the charm. It's very much a product of its time, which makes it a cool kind of time capsule.

GX: What are some considerations you made when constructing the story

this issue? Is there anything you wanted to make sure was in there?

Enigma: I really wanted to make sure we closed the arcs for the characters and various subplots in the way the TV show was hinting at. I also wanted to capture the lighthearted, yet at times serious, tone of Underground. I wanted it to feel like a proper continuation.

GX: What struggles did you encounter when working on this story? Did the comic format create difficulties compared to how the original series portrayed its material?

Enigma: The comic format can be challenging because it's entirely visual, unlike a TV show, which has auditory components. The Sonic series overall relies very heavily on the talent of its voice actors and musicians, and that was especially difficult because each Sonic Underground episode had a song. I wanted to capture the musical feeling of the show in a visual way.

GX: Is there anything you would do differently now after working on this story if you could go back?

Enigma: I've learned a lot about comics since I wrote this script, and that would change some of my approach. For example, I would use more visual metaphors and consider how setting might impact the tone more.

GX: What other parts of the Sonic franchise would you like to see Archie Sonic Online cover in a similar manner as this story in the future? Any other Sonic series or alternate universe crossovers? Anything further with Sonic Underground? Or would you prefer Archie Sonic Online not touch something like this again?

Enigma: The Sonic franchise is really cool because of the sheer variety of stories Sonic has been in. It's neat to see the different directions the fans can

take things in. In particular, I'd like to see more stories set in the Unleashed universe. The sheer diversity of that setting was always unexplored.

GX: Is there anything in this issue you want readers to particularly notice or pay attention to?

Enigma: A lot of work went into trying to tie the characters back to their original arcs in the show, as well as tie up all the loose ends. Try to pay attention to each character and see how we wrapped up their story!

GX: What are you working on now? Any personal projects?

Enigma: While I've largely moved past Sonic, I now write more than I ever have! I've gotten into historical fiction, and have been working on a comic script for an alternative Korean war-gone nuclear WWIII setting. I find comics a great medium for my stories due to how accessible it is.

GX: Any final words you have for readers?

Enigma: This story has been years in the making! I'd like to thank all the other artists and writers who worked hard to make it possible. Enjoy reading!

Look out for Enigma's work in the future!

Surprise! For our second interview, we got to talk to former writer for Archie Sonic, and current writer for IDW Sonic, Ian Flynn!

GX: Ian, when did you first see or learn about Sonic Underground? What were your initial reactions to the series and have those feelings changed in the years since?

Ian: Admittedly I wasn't a fan. On the one hand, I wanted another season of SatAM. On the other, Sonic Adventure was being teased and it was the new direction of the series. Underground didn't sync with it at all. But it's created an enduring fandom, and you have to respect that.

GX: What do you believe were the show's strengths and what do you think hindered it? Looking back, what do you think the show could have done differently to be more to your liking while keeping the elements that have remained memorable to this day such as Sonic's siblings or the emphasis on music?

Ian: The strength was the trio for sure. Jaleel White does a marvelous job modulating his voice to give three performances when it never should've been all on his shoulders.

GX: Sonic Underground shares many similarities with SatAM such as Robotnik's design and position of control, Sonic being part of a group of rebels, and locations such as the city and Sanctuary resembling Robotropolis and Knothole. Do you think characters and elements like Sonia and Manic could have worked in SatAM or vice versa with more elements from SatAM in Underground? What role do you think they would have in each?

Ian: I think it'd be pretty easy to transplant elements from one into the other. Having the Kingdom of Acorn be an ally of Queen Aleena, or having Sonia and Manic show up in Knothole would work rather well.

GX: Do you have any favorite exclusive characters from Sonic Underground? Do you like the show's unique takes on characters like Sonic, Robotnik, Knuckles, or Athair?

Ian: I was always partial to Manic.

GX: Do you have any favorite or memorable episodes from the series? Any favorite songs (besides the theme song)?

Ian: Not particularly.

GX: How was the comic finale planned for Sonic Universe #50 proposed? Was it something you suggested or was it an assignment given to you by editorial?

Ian: It was something I pitched. The quarterly milestones were traditionally something special, but given our hard four-issue format SU#50 was left on its own. The Underground fans are often left wanting, so I thought it'd be nice to give them some closure.

GX: Once you started working on it, what was your process when writing the issue? Did you refresh yourself on the show in preparation for the comic, or did you already know the story you wanted to tell?

Ian: I watched the show start-to-finish and took notes on key characters, locations, lore tidbits and such. This was meant to be a spiritual finale for the show – if fans wanted to accept it as that – and I wanted to make sure we did right by them.

GX: Did the fandom play any part in the story you wanted to tell or characters you were going to make sure to include? Did the show's reputation in the fandom prompt you to "update" the characters as it were to better fit the modern "Sega Sonic" sensibilities the books had adopted?

Ian: The intention was for it to be 100% Underground. No updates, no tie-ins to more modern stuff, just a pure wrap-up to the series. I picked up on some of the popular trends in the fandom and wanted to pepper those in.

It's hard to say since we never made it to the script phase.

GX: How was writing Underground!Sonic and Underground!Robotnik different than or similar to writing their Archie or Classic games counterparts? Is there anything about their Underground interpretations that you wanted to include?

Ian: It's been a while since I've had to think about it, but I recall U!Robotnik being very dry in comparison to his other incarnations. U!Sonic was a little more down-to-earth since he was the core of the group. But that's me going off of old memories, I may be rusty.

GX: Can you give us any overview or details on what the plot of the issue was going to be about? Were there any dangling threads from the show you wanted to make sure to resolve by the end of the issue? Were there any sequences from the issue you were particularly looking forward to?

Ian: I can't remember all the details off the top of my head. I remember it involved all the friends and allies they made along the way coming together to support them, the trio setting up a concert on Angel Island to broadcast to the world below, and Queen Aleena joining them at the end of the set. She joined the band as their lead singer – the literal "voice of the people" – and together they finally overthrew Robotnik. From there I think we had a brief time-skip to show everyone's happily-ever-afters.

GX: How involved was Sega in the issue's creation prior to the decision to cancel the story? Did they have any guidelines about how to use the Sonic Underground material? Did the issue have any other input from the show's original staff from DiC? Did Archie have any ideas for the issue besides your contributions?

Ian: Archie editorial was fine with it and I got no real notes. This was a very

"for the fans" type of project, so Paul trusted me to take lead on it. As for Sega, they approved the pitch, then rejected the project when the cover went in for approvals. I don't know if there was a change in who was doing approvals, or if they didn't understand the initial pitch, but it really threw us for a loop.

GX: Why was the decision made not to publish the story? How late into development did that decision come; was the script finished or approved and had any interior artwork been worked on? Was "Forged in Fire" always planned and reworked for issue 50 or was it developed solely as a replacement?

Ian: I had the breakdowns done and ready for approval. Diamond Distribution requires materials be submitted well in advance for ads, so the blurb and rough cover were hurried out the door. We had the B&W cover done for approvals. All-in-all it wasn't very far along in production, but it still wasn't ideal to switch gears that hard or fast. "Forged in Fire" was a bandaid on a bullet wound solution.

GX: Do you think Sega or IDW would ever revisit the idea of concluding Sonic Underground, or utilizing its continuity or characters?

Ian: Not in the foreseeable future.

GX: Do you think a remake or continuation of Sonic Underground could work today? How would you modernize the characters and setting to fit in alongside the modern Sonic brand similar to other more recent spin offs like Sonic Boom or the Sonic movie series from Paramount?

Ian: Underground was such a departure from mainline Sonic that I think trying to steer it towards Modern!Sonic would lose its uniqueness.

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EDITORIAL COMMENTARY ENCORE

GX: Do you have any parting words for our readers?

Ian: I will always be sorry we couldn't give that sense of closure to you, even if it was out of our hands. But you've shown your love for the series will never die, and that love and community is something to be proud of.

ASO would like to thank Ian for taking the time out of his schedule for this interview. You can follow him on twitter to keep up to date with the latest news on IDW Sonic, his original comic Drogune, his weekly podcast the Bumblekast, and all of his other projects.

OFF-PANEL

SCRIPT BY DR. Z
PENCILS BY ZOMBIEMOCHA
INKS BY MEWY MARSHER
COLORS BY LAV
LETTERS BY DR. Z

"FRIEND OR BRO"

WOW, YOU'RE MY DOPPELGANGER FROM ANOTHER ZONE?
YEAH, IT'S SOMETHING YOU GET USED TO SEEING. THE DIFFERENCES CAN'T FAZE ME.
WELL, WHAT HAVE YOU DONE IN YOUR ZONE?
I'VE FOUGHT OFF GODS, SAVED MY RACE...
...AND WAS STRONG ENOUGH TO NEARLY BECOME ONE WITH THE COSMOS!
THAT'S COOL.
I GOT A PET DINOSAUR.

WANT TO SEE YOUR MESSAGE IN SONIC-GRAMS? SEND US YOUR QUESTIONS EITHER BY EMAIL AT SONICONLINEGRAMS@GMAIL.COM OR BY DIRECT MESSAGE AT BLOG.ARCHIESONICONLINE.COM!

SONIC-GRAMS

Phew! Now that's what we call a milestone issue! Let's finish up with some Sonic-Grams!

Hi I am a huge fan of your work so far filling the void left at the end of Sonic the Hedgehog issue 247 and I can't wait to see more of your stories. Are you planning to do any for Sonic X? Season 3 ended with too big of a cliffhanger and I was wondering if you plan to do a comic book that continues the story from there and if it'll involve more crossovers with the main Sonic the Hedgehog comics like Sonic X issue 40.
- Spencer V.

Hi Spencer! Well, we just tackled a story based on Sonic Underground – so anything is possible! What do you readers think? Do you want a story set in the world of Sonic X? Do you want more crossovers between Archie Sonic and other series? Let us know!

There's probably an obvious answer to this that I missed but why did you remove the original Sonic Universe #50? as far as I'm aware it doesn't tie into the reboot at all.
- Anon

Hey Anon! We at ASO LOVED "Forged in Fire", but we wanted to tell this story in Sonic Universe Online #50 and have some different plans for Shard and Metal Sonic than what was depicted in that issue. The connection to "Worlds Collide" had nothing to do with the decision. Rest assured though, we're hoping for something just as epic!

Do you have any plans or have considered returning to Dark Mobius?
-Anon

It seemed like the story of Dark Mobius concluded following Jani-Ca's fight with Enerjak. While the series of blog posts, "Knuckles' Descent" leaves some plot threads to extrapolate on, they leave the story open-ended rather than meant to be cliff hangers. It's just a stylistic choice in how to end it, and a nice enough epilogue to Jani-Ca's story. We wouldn't want to ruin the ending by giving too many answers, but who knows what the future may bring. Want to see more stories in Dark Mobius? Let us know!

Hey Sonic-Grams, love the work! I'm wondering if we will see ShardxNicole? :)
- penosh

A story as old as time; when advanced artificial intelligence meets a formerly killer android! Is romance in their electronic futures? Well, since Shard's not heavily damaged scrap like he was in "Forged in Fire", he's still got a chance! You'll have to keep reading and see. ;)

My Sally Acorn drawing - she wishes peace t everyone.
- Darryl H.

Thanks for the art Darryl! Can't think of a better message to end the issue on!

That's it for this issue of Sonic Universe! We'd like to thank everyone involved in the creation of this issue which has been years in the making! We hope the fans of Sonic Underground enjoyed it! See you next time and keep on juicin'!

NEXT ISSUE:

SONIC UNIVERSE ONLINE #51